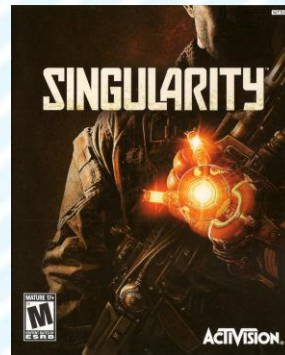
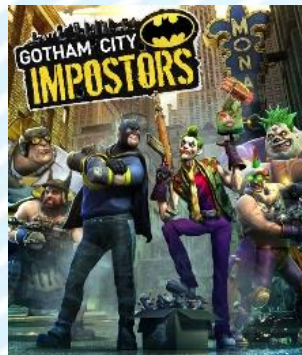




Establishing An Ecology for NPCs

Mike Jungbluth

Senior Animator, Zenimax Online
@lightbombmike





Defining An Ecology



Finding the Personality



The Need for Objectives

The Need for Objectives



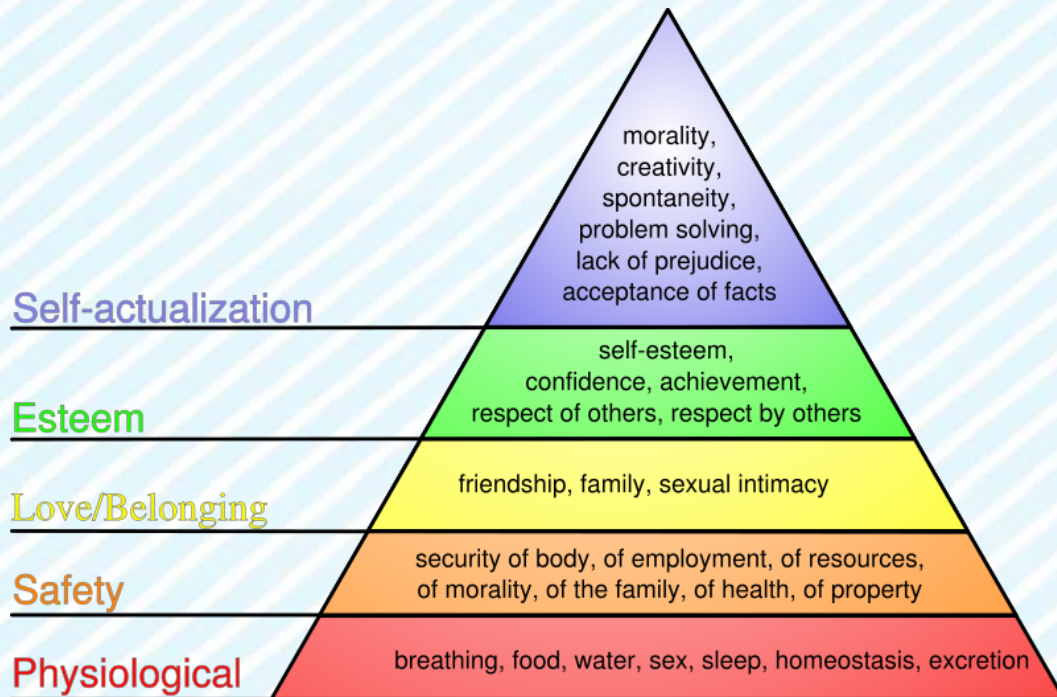
The Need for Objectives



The Need for Objectives

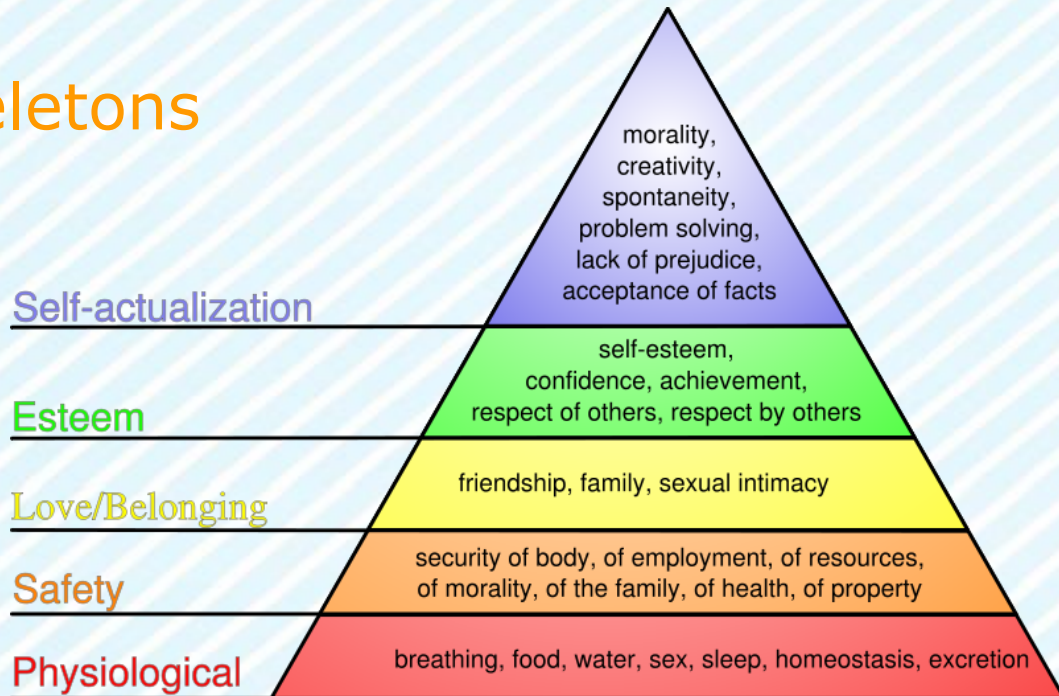


Maslow's Hierarchy of Needs



Maslow's Hierarchy of Needs

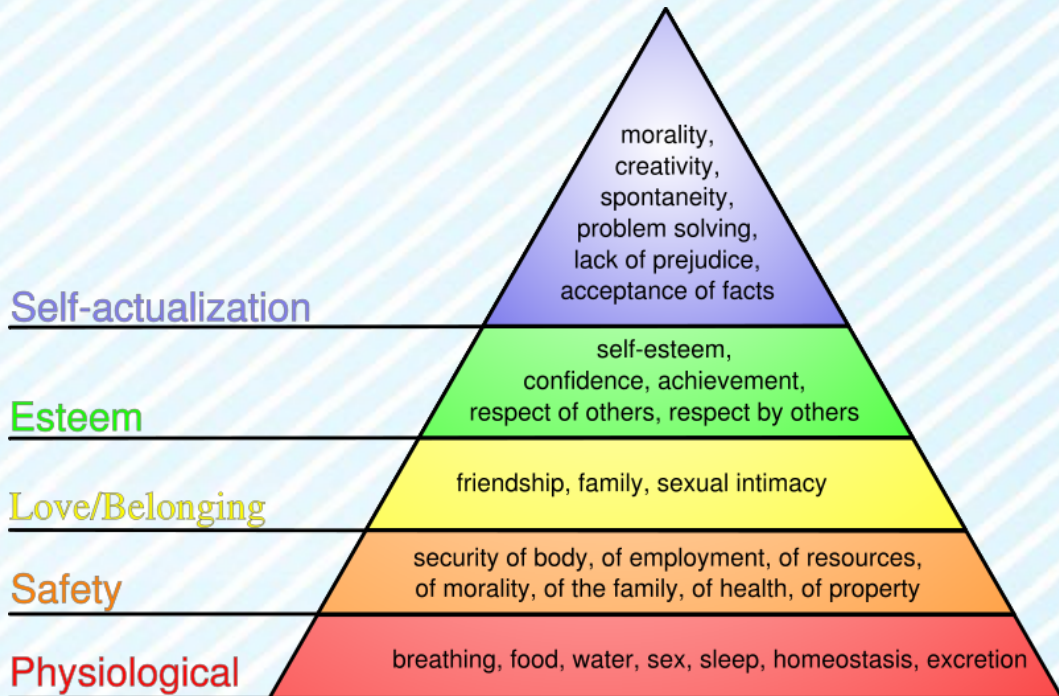
•Skeletons



Maslow's Hierarchy of Needs

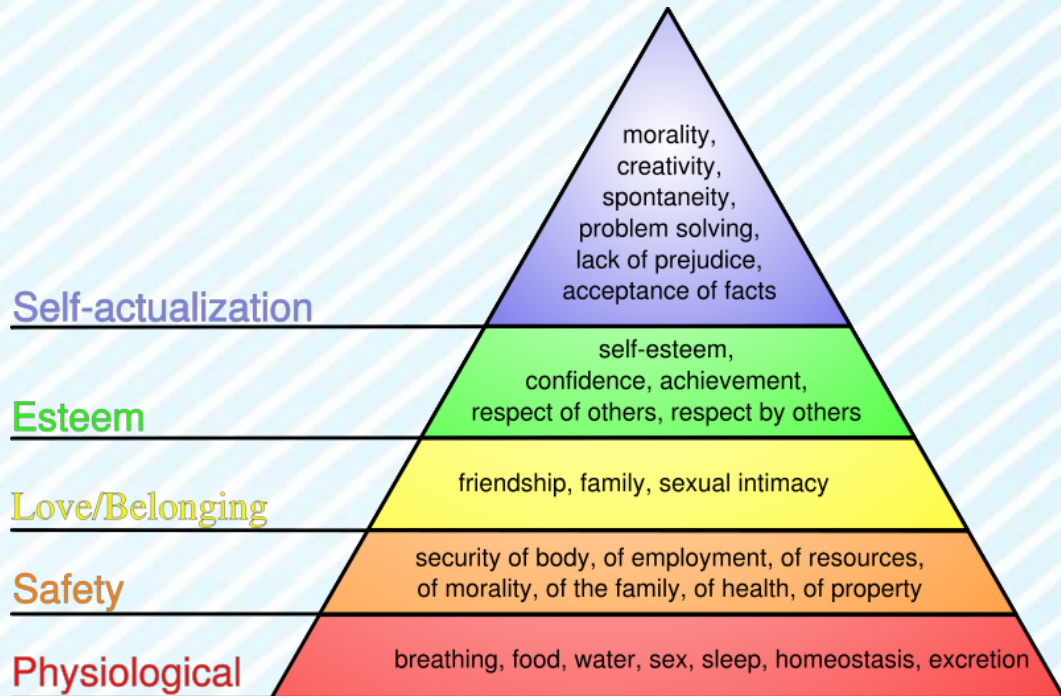
- Skeletons

- Zombies



Maslow's Hierarchy of Needs

- Skeletons
- Zombies
- Ghosts



Grouped Lineups

Grouped Lineups



Grouped Lineups

Groups of Enemy Intelligence

Grouped Lineups

Groups of Enemy Intelligence

Spider

Animals

Warg

Grouped Lineups

Groups of Enemy Intelligence

Spider

Animals

Warg

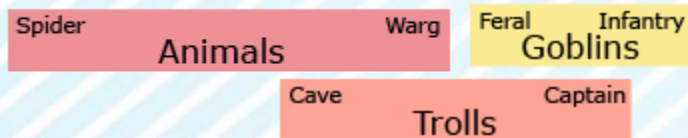
Cave

Trolls

Captain

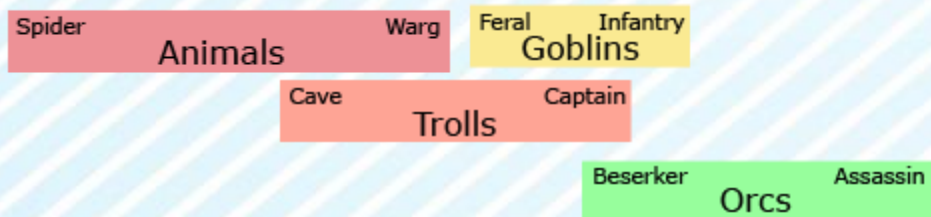
Grouped Lineups

Groups of Enemy Intelligence



Grouped Lineups

Groups of Enemy Intelligence



Grouped Lineups

Groups of Enemy Intelligence

Spider
Animals
Warg

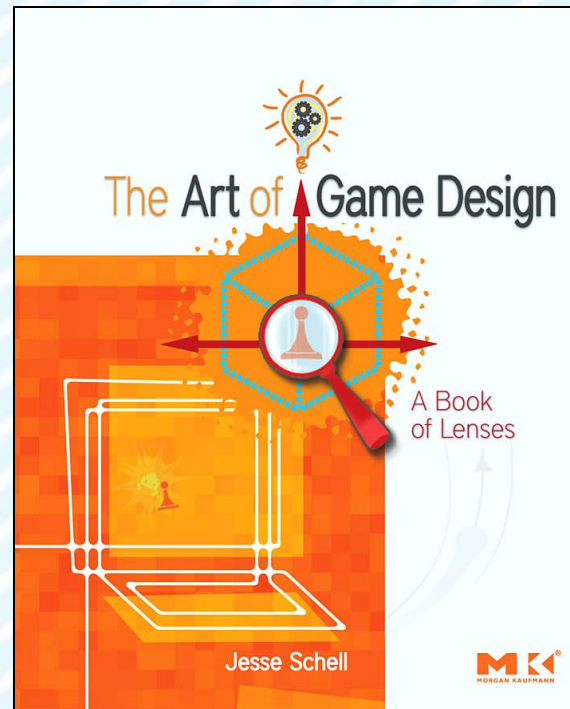
Feral
Goblins
Infantry

Infantry
Elves
Priestess

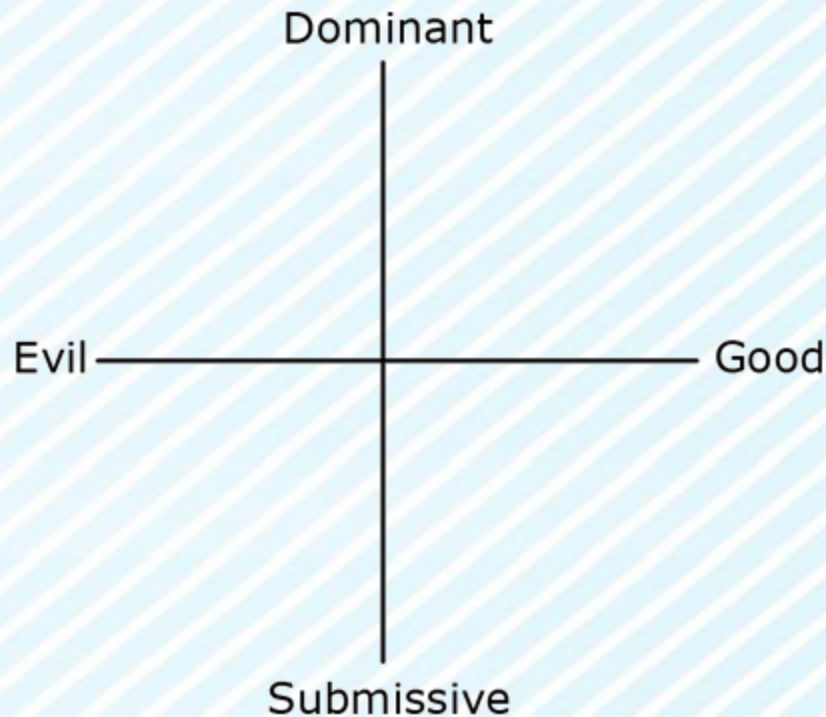
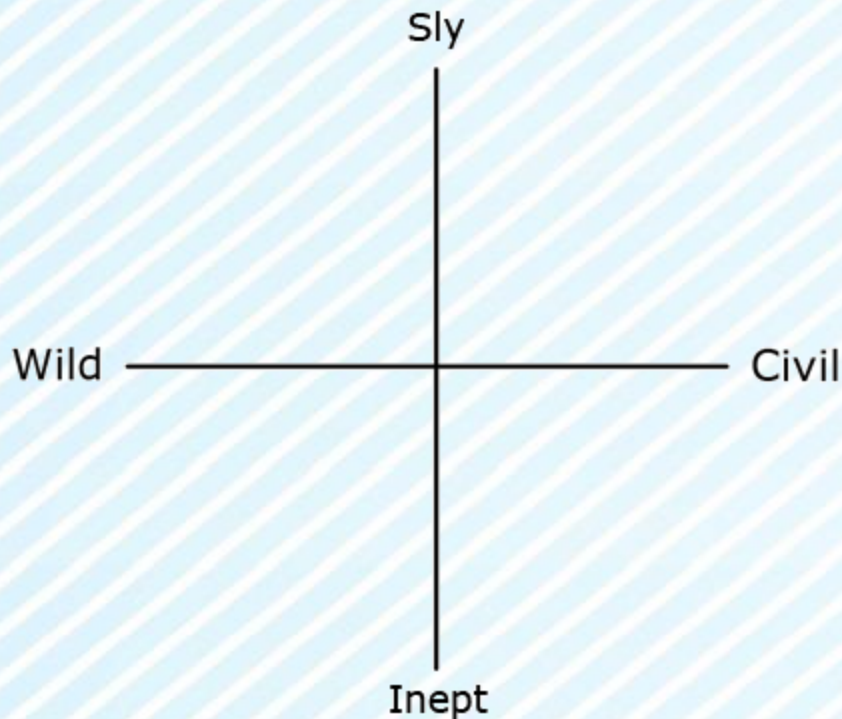
Cave
Trolls
Captain

Beserker
Orcs
Assassin

Coordinate Graphs

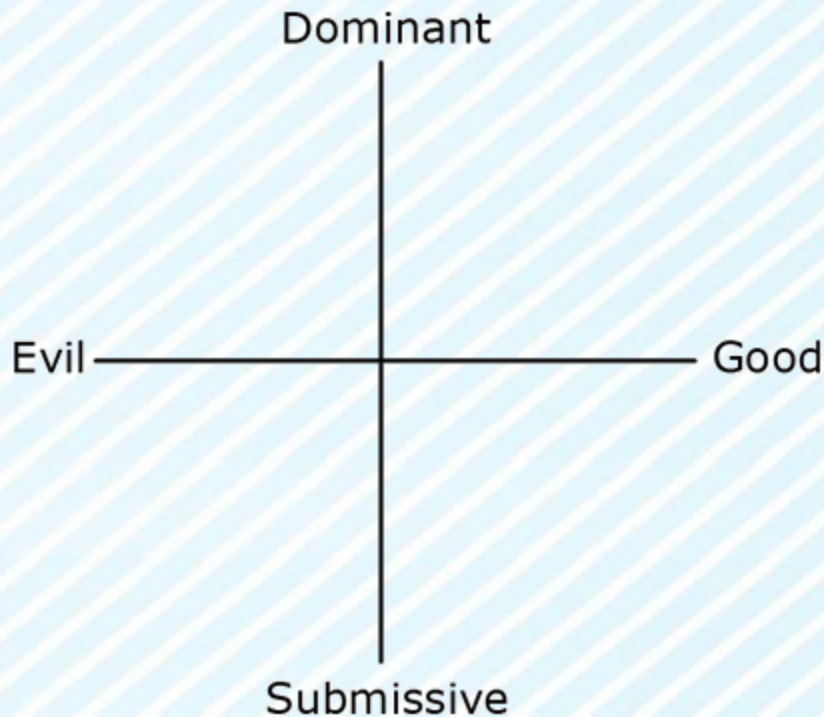
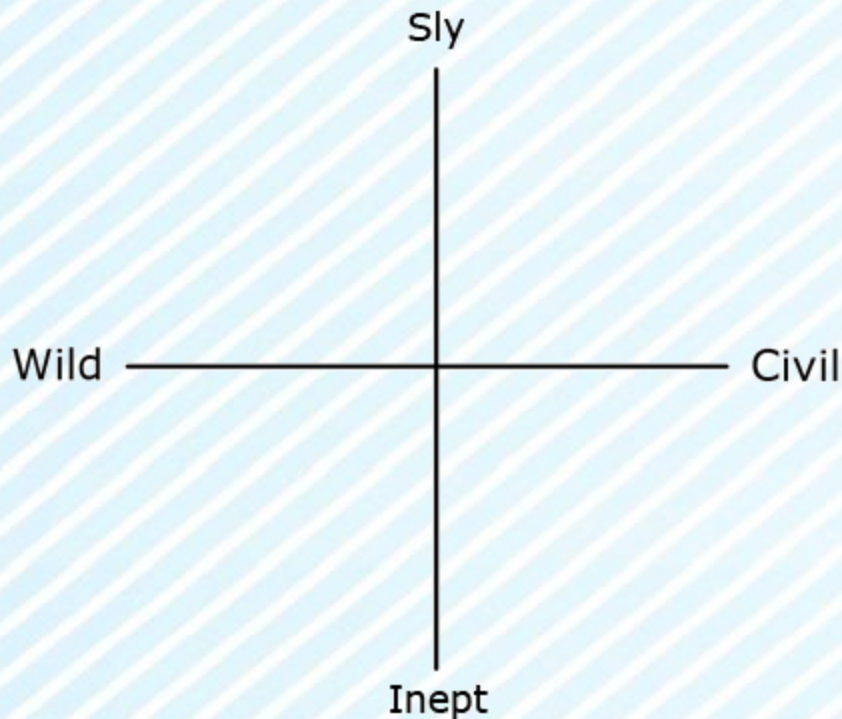


Coordinate Graphs



Coordinate Graphs

Dwarf Player ● Goblin Infantry ●
Warg ● Orc Infantry ●
Troll Captain ● Elf Infantry ●



Coordinate Graphs

Dwarf Player ●

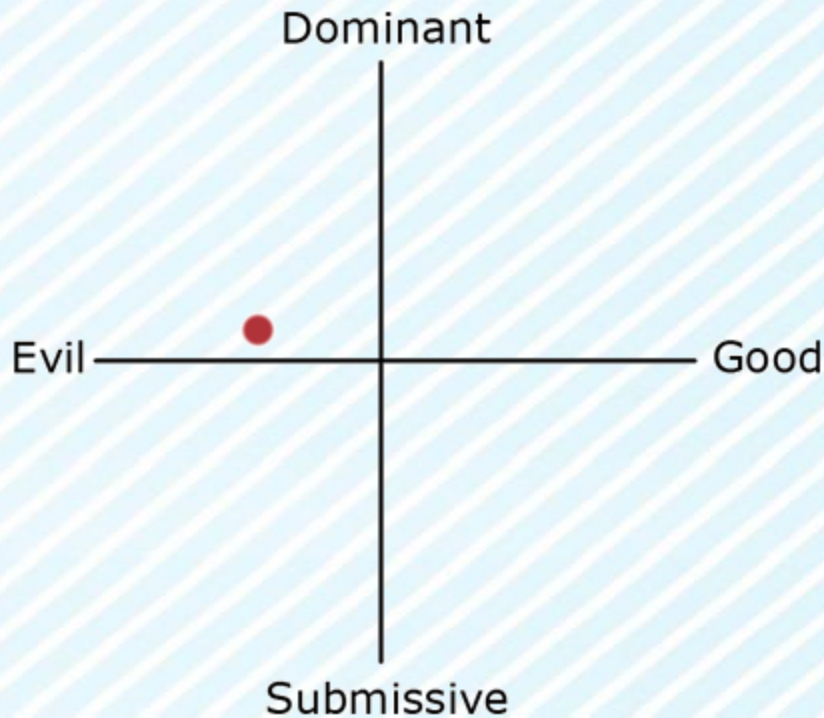
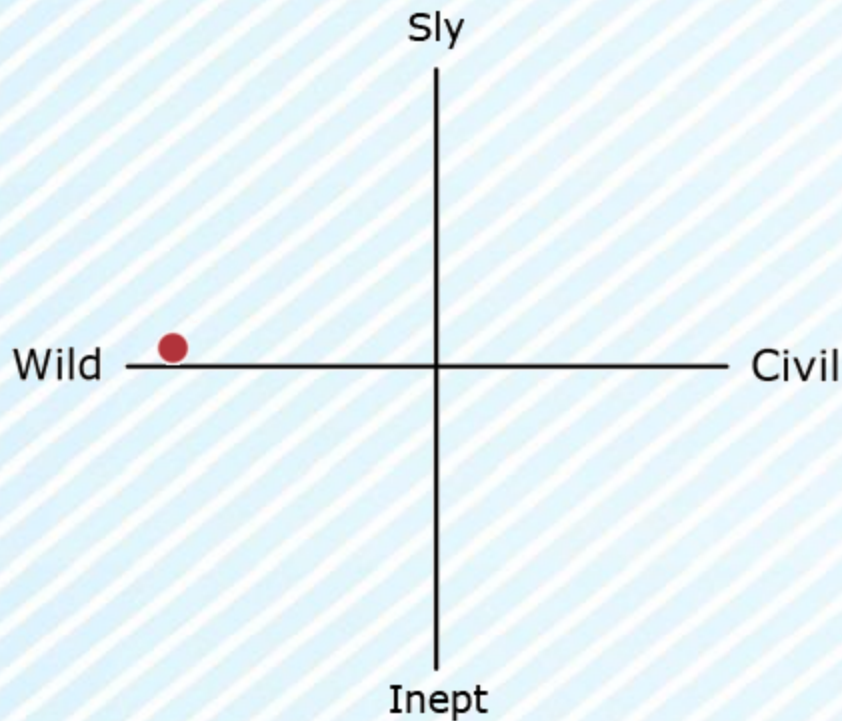
Goblin Infantry ●

Warg ●

Orc Infantry ●

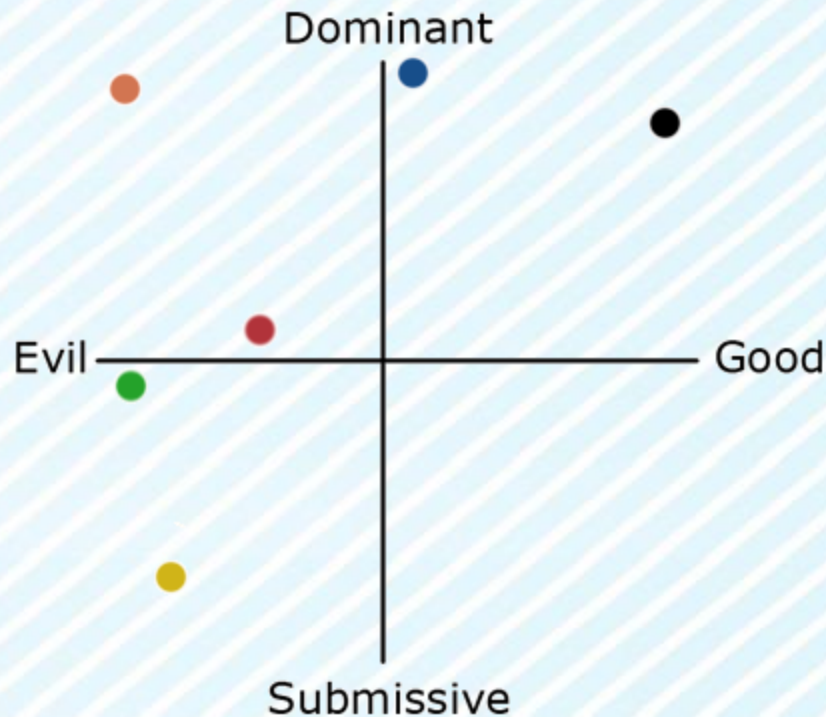
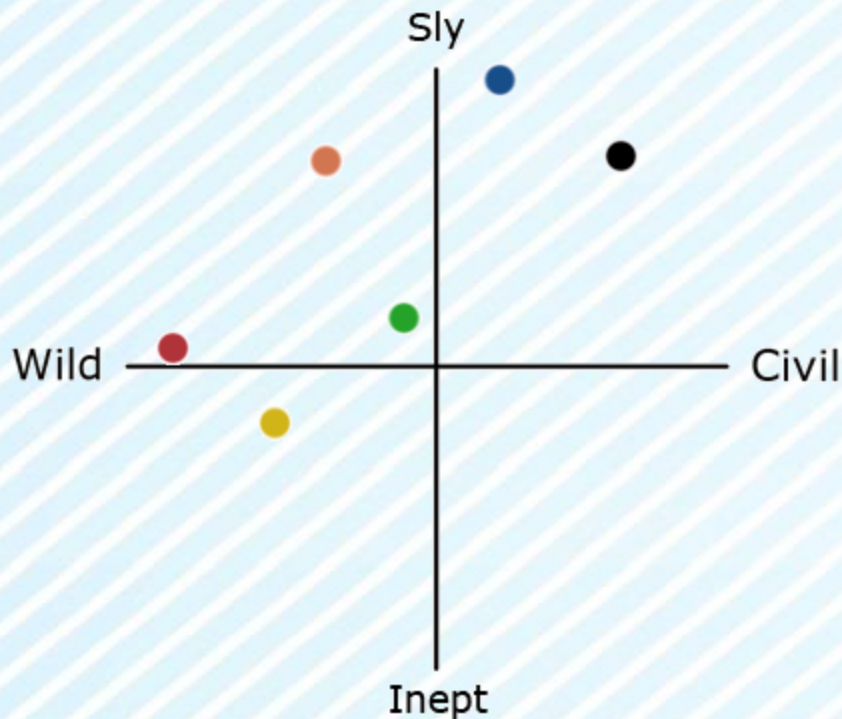
Troll Captain ●

Elf Infantry ●



Coordinate Graphs

Dwarf Player ● Goblin Infantry ●
Warg ● Orc Infantry ●
Troll Captain ● Elf Infantry ●



Coordinate Graphs

Dwarf Player ●

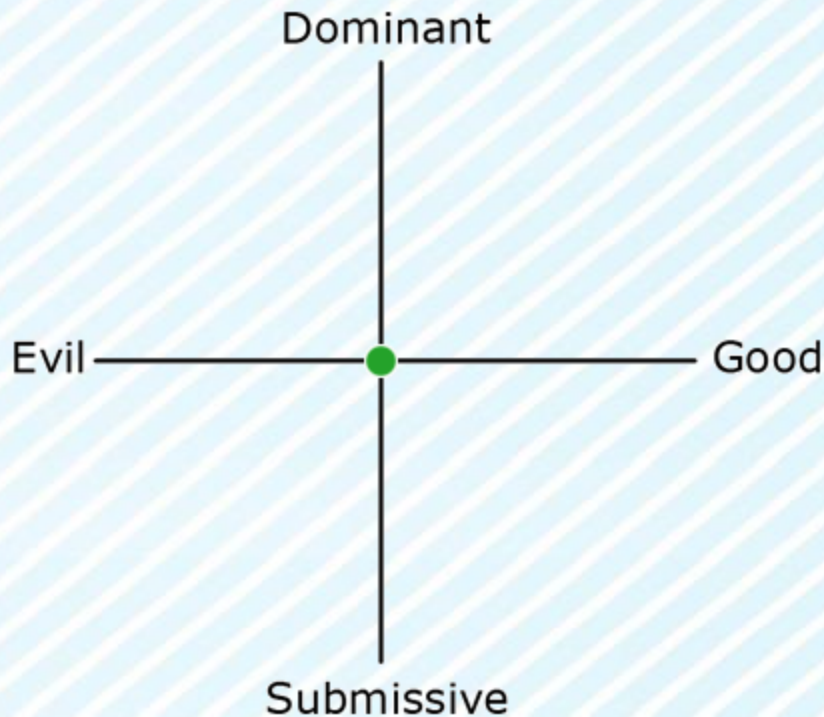
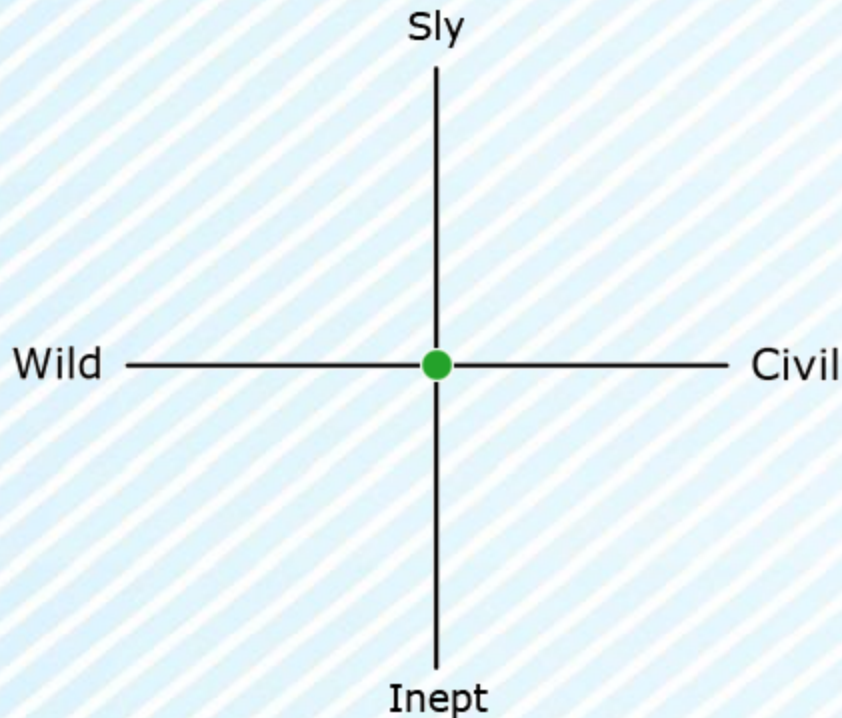
Goblin Infantry ●

Warg ●

Orc Infantry ●

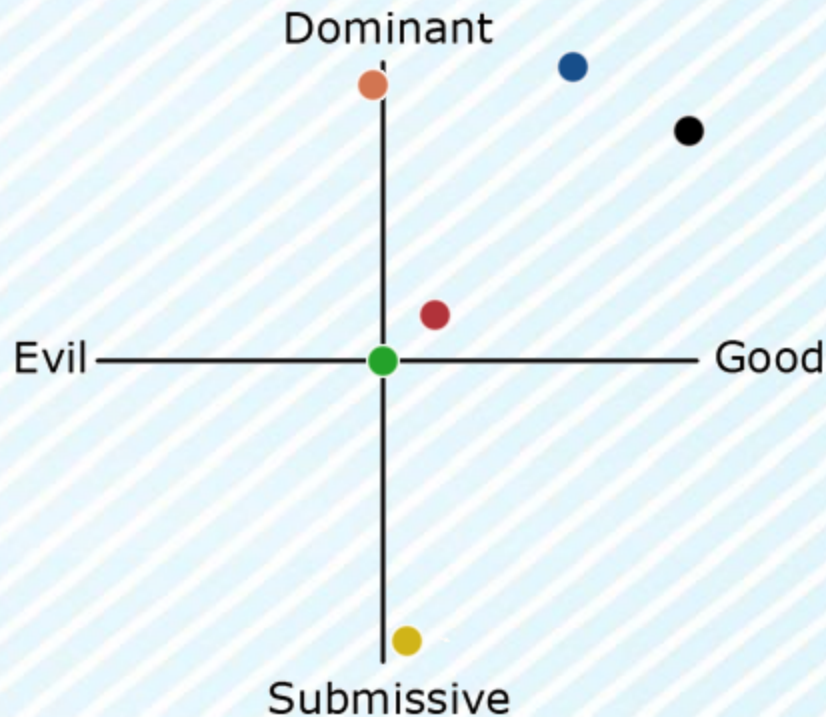
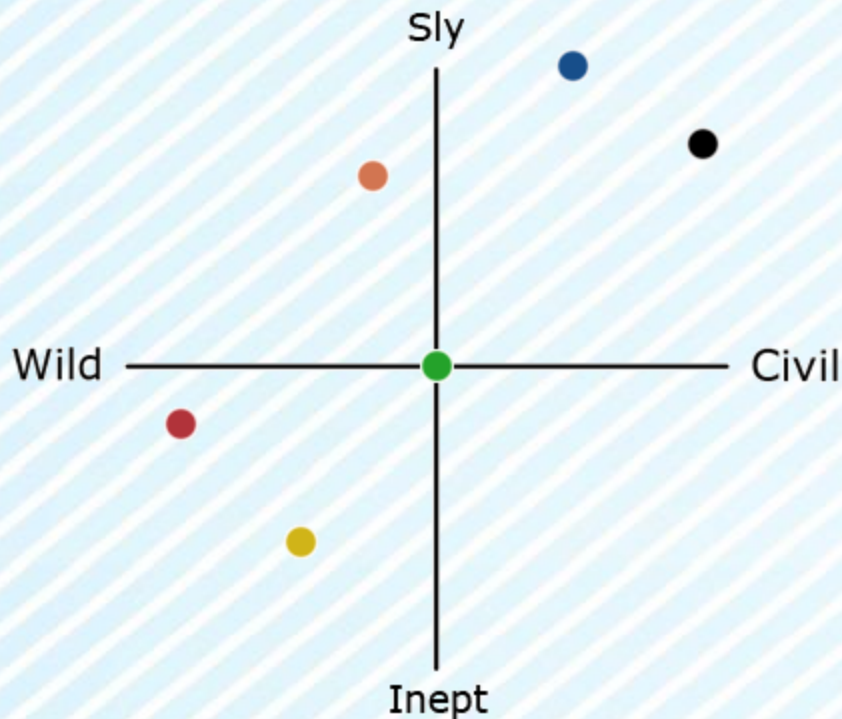
Troll Captain ●

Elf Infantry ●



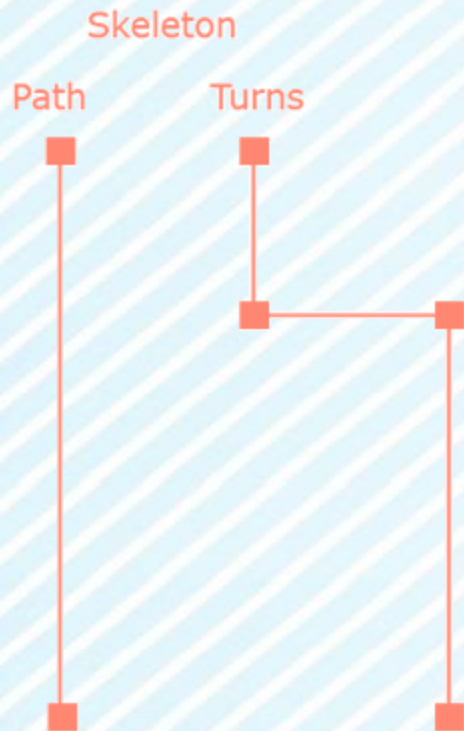
Coordinate Graphs

Dwarf Player ● Goblin Infantry ●
Warg ● Orc Infantry ●
Troll Captain ● Elf Infantry ●

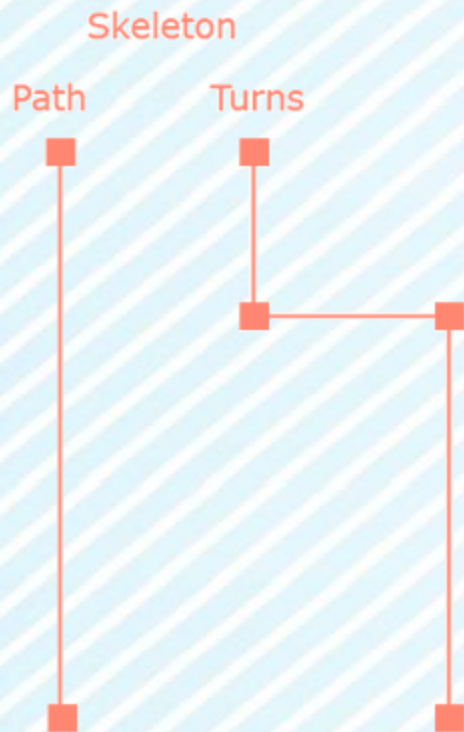


Path Chart

Path Chart



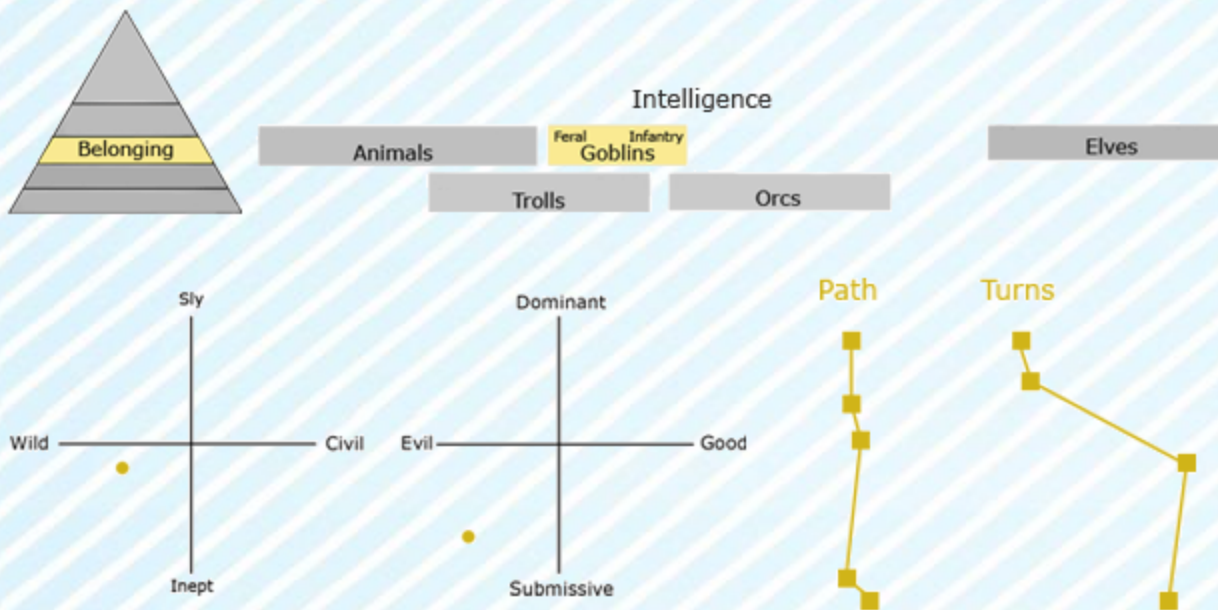
Path Chart



Communicating the Personality



Character One Sheet

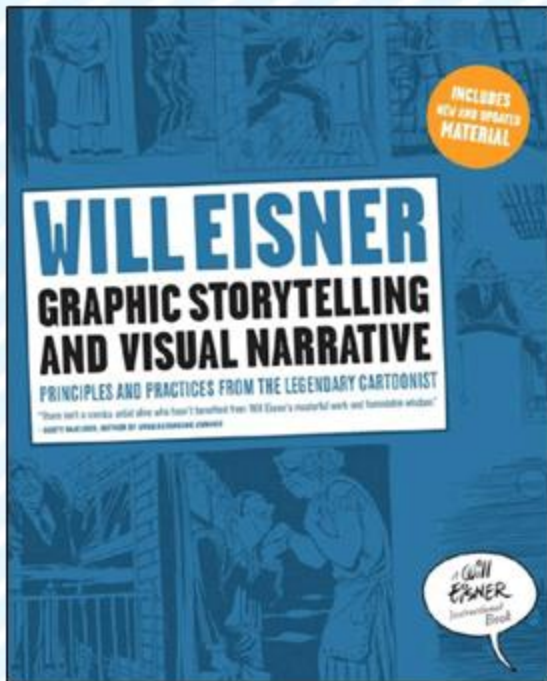
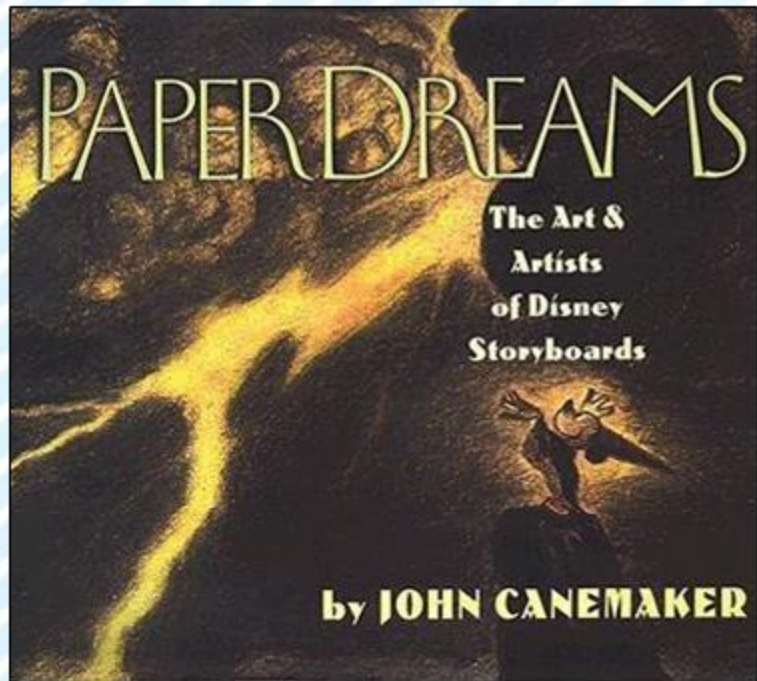


Their Environment



Staging

Staging Long Form



Re-Staging a Scene



Re-Staging a Scene



Re-Staging a Scene



Staging Short Form

Staging Short Form

Character's Objective

- What does the character want?
- What actions will reflect that desire?
- Which emotions are they feeling?

Staging Short Form

Character's Objective

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- What actions will reflect that desire?
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The 7 Universal Emotions



Sadness



Anger



Surprise



Fear



Disgust



Contempt



Happiness

Staging Short Form

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- What does the character want?
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Social Dynamics

- Define relationships/hierarchies
- Who is the star of the scene?
- Where do they expect help/danger to come from?

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Reaction to Player

- Are they expecting the player?
- What were they doing before the player arrives?
- What do they want to do after the player leaves?

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Staging the Shot

- Where is the primary entry/exit?
- Define fore, mid, and background
- Use environmentally framed spaces

Staging Short Form

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When in doubt...

ACT IT OUT!

Continuing The Conversation



Informing the Gameplay



The Mechanics of Personality



Playing the Character



The Revert



The Revert



Ecology Established



Ecology Established





Questions?

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